Poor Gamer's Almanac

Vol. II - Issue 4
May 2005

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This month's cover art is done by N.C. Wyeth. If you want to display your artwork as a cover or for future "Art Gallery" articles, please write to Joshua Raynack at jraynack@aleapublishing.com

We also like to thank The Le Games and RPGNow.com, for their contributions for this month's issue of *Poor Gamer's Almanac.*

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Poor Gamer's Almanac

Thoughts From the Publisher

Greetings. There is a lot in the works here at Alea Publishing Group to keep us busy. First and foremost, *Mindcraft* by Doug Meersheart, will be out soon. It is useable as an alternate psionic system or an additional mental system altogether. Secondly, *Honor and Corruption* is right around the corner and should be due out in June. Third, we are venturing in the world of small .pdfs with our game and campaign enhancement products. They are designed to be compact with rules to enhance your character, gameplay, or your entire campaign.

However, the big excitement around here is that we have started work on a revised guidebook to knights. The reason for the revision? Well, there is a number of reasons. First, with numerous products under our belt, we have grown as game designers and there are few rules that could be more streamlined. Secondly, we want to add more stuff! Expand prestige classes that were only five levels and add more to those that we now know to be a little weak.

For those that have purchased either of our guidebooks or our guidebook package, you will be receiving a special coupon through RPGNow.com that will work for the purchase of the new revision. This means that upon release, a coupon will be sent and will only be received by those who accept general e-mails from publishers. So, if you haven't done so—it would be a good idea to change your settings. For those that have yet to purchase any of those books, you will be able to see a glimmer of what is to come within the pages of future *Poor Gamer's Almanacs*.

But what is really keeping us busy around here is that two of our founders, Cameron and Joshua, each have additional little gamers crying out to hold some dice. That's right, in the month of May, their respective wives gave birth to Alexander and Thaniel. So good wishes to them.

Well, that is about it for this month. Remember, don't delay in picking up your copy of *Poor Gamer's Almanac* as soon as it comes out. It is only free for the first two months of its release (it's $2.00 after that). Also, don't forget to leave comments at RPGNow.com or write to us.

- Alea Publishing Group Staff

Help Us Fill This Section

This means you! Let this section grow into a Letters to the Editor section. Do you like what you see? Do you hate what you see? What would you like to grace these pages?

So write our Editor and Public Relations guy Cameron Guill at:

cguill@aleapublishing.com

Letters to the Editor

You mentioned that in the *Poor Gamer's Almanac* last month that you will be revising *A Question of Honor: A Guidebook to Knights*. Is there someway you can spill the beans a little bit.

Thanks,
Chris

Hey Chris,

I can divulge a little bit. First thing we are doing is getting rid of the squire prestige class altogether (don't worry for those that have levels in the squire prestige class—it still is game balanced and useable). We felt in the long run, that though during the medieval period young want-to-be knights were about twenty when achieving knighthood, the squire prestige class was just not prestigious enough.

Instead we are introducing Squire feats. They give an immediate benefit when initially chosen, whether or not your character plans on becoming a knight. But should you level in a prestige class with the word "knight" in the title, you gain an added benefit. An example of this is below:

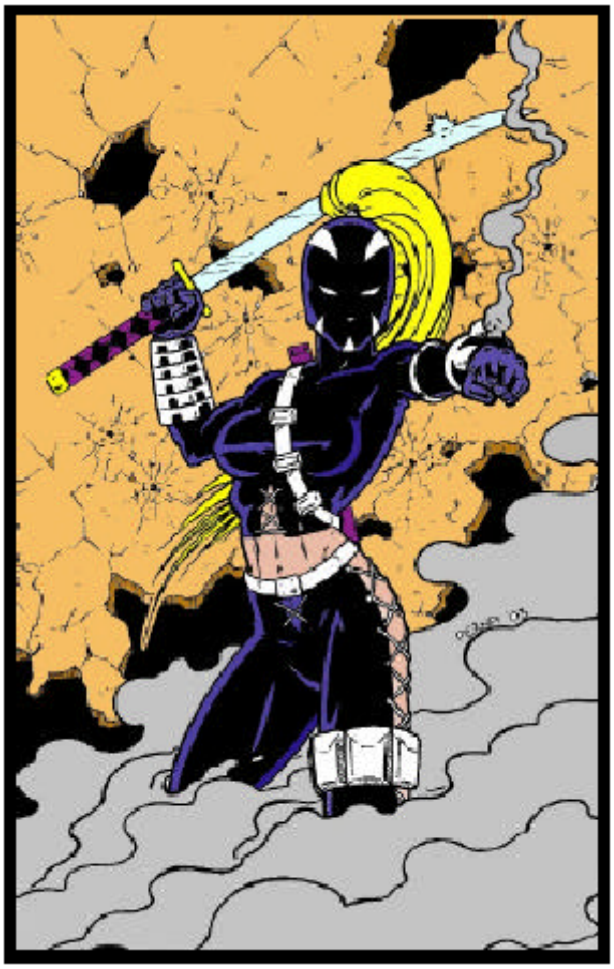
VIGIL [SQUIRE]

As a squire, you are required to stay awake the night before being ceremonially knighted.
Prerequisite: Endurance.
Squire Benefit: You may sleep in heavy armor without becoming fatigued.
Dubbing Benefit: You only need 2 hours sleep to gain the benefit of 8 hours sleep. You can use this ability 1 day per character level. The use of this ability need not be consecutive days. Once the limit of this ability is reached, you must sleep normally for a week before using this ability again.

Villians: The Evil Within

By Bob Bretz

This month, our preview comes in the form of a *Mutants and Masterminds* product by The Le Games. The article features two of the ten villains in *The Evil Within* product. Use these two villains to foil the plans of heroes or attempt to bring a city within their grasp.



Black Dragon (PL-15)

Overview: Angelika Jones was an orphan who was adopted by Uri and Yuki Tanaka. All was not as it seemed, for Uri was a retired ninja (a situation not all that uncommon). For some unknown reason, Uri adopted five children and raised them as his own ninja students. Angelika turned out to be the best of the children and soon grew to be her parents favorite. Uri maintains a list of clients who pays handsomely for the services of his "ninja family". Angelika is the only member of the family to take on high level assignments.

PL-15 Stats: Init +14 (+5 Dex, +4 Imp. Init., +5 Super-Dex); **Defense** 23/17 (+2 Base, +5 Dex, +1 Dodge, +5 Super-Dex); **Attack +9 Melee** (+6 Base, +2 Str, +1 Attack Focus (Armed/Unarmed), **+13 Ranged** (+5 Dex, +1 Attack Focus: Ranged Weapon, +1 Point Blank Shot); **SV Dmg** +8 (+5 Super-Con), **Fort** +8 (+5 Super-Con), **Ref** +10 (+5 Super-Dex), **Will** +4 (+2 Iron Will); **Str** 14, **Dex** 20, **Con** 17, **Int** 13, **Wis** 15, **Cha** 14; **Movement** 30ft Ground; **Damage** +2S Hand-to-Hand, +5S Energy Blast Device, +7L Katana.

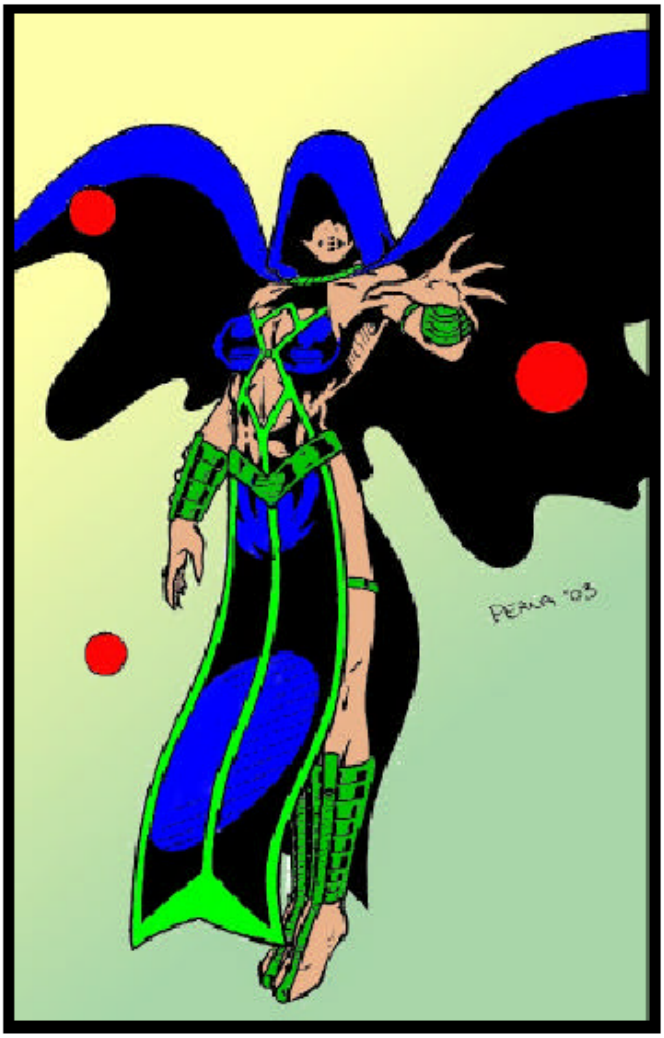
Skills: Acrobatics +13, Balance +13, Bluff +5, Climb +5, Concentration +5, Disable Device +9, Disguise +7, Escape Artist +13, Hide +13, Jump +7, Knowledge (Philosophy) +7, Language (English, Japanese), Listen +4, Move Silently +13, Open Lock +13, Search +6, Spot +6.

Feats: Accurate Attack, All-Out Attack, Ambidexterity, Attack Finesse, Attack Focus (Armed), Attack Focus (Ranged Weapon), Attack Focus (Unarmed), Dodge, Evasion, Expertise, Improved Initiative, Indomitable Will, Instant Stand, Iron Will, Move-By Attack, Point Blank Shot, Power Attack, Precise Shot, Rapid Strike, Surprise Strike, Takedown Attack, Two-Weapon Fighting.

Powers: Combat Sense +5 [*Source:* Training; *Cost:* 1pp; *Total:* 5pp], Super-Dexterity +5 [*Extra:* Super-Constitution; *Source:* Training; *Cost:* 7pp; *Total:* 35pp], Super-Senses +5 [*Source:* Training; *Cost:* 2pp; *Total:* 10pp].

Equipment: Blaster Gloves [Energy Blast +5; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp; *Total:* 5pp], Katana [Weapon +5L (Melee); *Flaw:* Device; *Source:*

Super-Science; *Cost:* 1pp; *Total:* 5pp], Smoke Pellets [Obscure +3; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1pp; *Total:* 3pp].



Silverlok (PL-15)

Overview: Sarah Mottley is a brilliant computer programmer and expert in virtual reality technology. She pioneered a technology for the Air Force that allows a person to project their mind into a computer for intelligence data gathering. After several uses of the device, she discovered that she didn't need it; she could affect computers without any outside technology. She hid this new found ability from her supervisors, fearful of being thought of as a freak and sent to a lab for study. She came across a co-worker's automatic lock-picking device affectionately called "Psycho-Spheres" and realized she could levitate them. Believing it to be a function of her new found powers, she ignored them. What she didn't realize was that security had noticed what she had done on the labs' security system. When Sarahs' supervisors tried to detain her for study (and proving her fears true), she pushed them aside with the power of her mind. She quickly made her escape; along with the Psycho-Spheres and started a new life on the run.

PL-15 Stats: Init +3(+3 Dex); **Defense** 20/26 (+6 Base, +3 Dex, +1 Dodge); **Attack +7 Melee** (+5 Base, +2 Str), **+9 Ranged** (+3 Dex, +1 Point Blank Shot); **SV Dmg** +3, **Fort** +3, **Ref** +5 (+2 Light. Relfexes), **Will** +9 (+5 Super-Wis); **Str** 14, **Dex** 16, **Con** 16, **Int** 20, **Wis** 18, **Cha** 16; **Movement** 30ft Ground, 60ft Flight; **Damage** +2S Hand-To-Hand, +12S Energy Blast Device

Skills: Acrobatics +8, Computers +11, Concentration +10, Disable Device +12, Gather Information +4, Open Lock +8, Pilot +4, Repair +11, Spot +10.

Feats: Accurate Attack, Attractive, Dodge, Indomitable Will, Lightning Reflexes, Photographic Reflexes, Point Blank Shot, Psychic Awareness.

Powers: Datalink +10 [*Source:* Mutation; *Cost:* 2pp; *Total:* 20pp], Super-Intelligence +5 [*Extra:* Super-Wisdom; *Source:* Mutation; *Cost:* 4pp; *Total:* 20pp], Telekinesis +12 [*Extra:* Deflection, Flight; *Source:* Mutation; *Cost:* 4pp; *Total:* 48pp].

Equipment: (All powers: Source: Super-Science; Flaw: Device) Psycho-Spheres (Dazzle +5 [*Cost:* 1pp; *Total:* 5pp], Energy Blast +12 [*Extra:* Autofire; *Cost:* 2pp; *Total:* 24pp], Super-Skill: Open Lock +5 [*Cost:* 1pp; *Total:* 5pp]; *Power Stunts:* Multishot, Rapid Shot).

Product Preview

Mindcraft, will be the first product published from Alea Publishing Group from a non-in house staff member. Doug has an unique system of handling mental powers called Mindcraft. Though similar to psionics, it is quite different. Instead of power points, you suffer fatigue in the form of nonlethal damage. So, if you are looking for an alternative to psionics or something new to add to your campaign—player's love options—then this preview is for you.

Mental Warrior

By Doug Meersheart

Those who study mindcraft as a tool to aid in combat are known as mental warriors. They tend to be militant and rebellious, and occasionally serve with mindwalkers that serve druidic faiths or watch of remote settlements.

Adventures: Mental warriors adventure for any number of reasons. They are rebellious and free-spirited, and driven by strong beliefs and a stronger will.

They may adventure to hunt wizards, to war against corrupt nobility, or to carry out their own personal crusades.

Alignment: Mental warriors are as diverse as mindwalkers. Though most tend to be chaotic in nature, this is not a restriction of the character class.

Religion: Like mindwalkers, mental warriors that are called toward a faith usually worship the faiths of the ancient druids. However, unlike mindwalkers, mental warriors believe that divinity is intrinsic with the body just as much as it is with the mind.

Background: Mindcraft is taught through a student-master relationship, and all who know it have spent at least three years of their childhood learning exclusively from a particular master.

Races: Like mindwalkers, most mental warriors are humans. Although there are a few half-elf or elven mental warriors, there are a surprising number of dwarven mental warriors who find the ability to push themselves ever-harder a path worth pursuing.

Other Classes: Mental warriors get along very well with barbarians, fighters, and rogues, and they are surprisingly tolerant of spellcasting paladins and rangers. They share mindwalkers' distaste for spellcasting classes, but often have a resentment against the haughty nature of mindwalkers.

GAME RULE INFORMATION

Mental Warriors have the following game statistics.

Abilities: Because they are focused on combat, a mental warrior's most important ability score is Strength, followed by Constitution, which aids in metabolism, their most vital mental powers, and allows them to withstand greater amounts of fatigue or physical damage. High ability scores in Intelligence, Wisdom and Charisma are also valuable, while a mental warrior's Essence score is almost insignificant.

Alignment: Any.

Table PP-1: The Mental Warrior—Core Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Bonus	Resist Fatigue	Mental Slots
1st	+0	+2	+0	+0	Mental awareness, resist fatigue	+4	+0	0	1
2nd	+1	+3	+0	+0	Bonus mental feat	+4	+0	0	2
3rd	+2	+3	+1	+1		+5	+0	1	3
4th	+3	+4	+1	+1		+5	+1	1	4
5th	+3	+4	+1	+1		+5	+1	1	5
6th	+4	+5	+2	+2	Weapon Specialization	+6	+1	1	6
7th	+5	+5	+2	+2		+6	+1	2	7
8th	+6/+1	+6	+2	+2		+6	+2	2	8
9th	+6/+1	+6	+3	+3		+7	+2	2	9
10th	+7/+2	+7	+3	+3	Mental defensive	+7	+2	2	10
11th	+8/+3	+7	+3	+3		+7	+2	3	11
12th	+9/+4	+8	+4	+4		+8	+3	3	12
13th	+9/+4	+8	+4	+4		+8	+3	3	13
14th	+10/+5	+9	+4	+4		+8	+3	3	14
15th	+11/+6/+1	+9	+5	+5	Bonus mental feat	+9	+3	4	15
16th	+12/+7/+2	+10	+5	+5		+9	+4	4	16
17th	+12/+7/+2	+10	+5	+5		+9	+4	4	17
18th	+13/+8/+3	+11	+6	+6		+10	+4	4	18
19th	+14/+9/+4	+11	+6	+6		+10	+4	5	19
20th	+15/+10/+5	+12	+6	+6	Bonus mental feat	+10	+5	5	20

Hit Die: d10.

Class Skills

The mental warrior's class skills (and the key ability for each skill) are: Concentration (Con), Disciplined Body (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Keen Mind (Cha), Mindcraft (Int), Profession (Wis), and Second Sight (Wis).

Skill Points at 1st level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the mental warrior.

Weapon and Armor Proficiency: Mental warriors are proficient with all simple and martial weapons, one exotic weapon of their choice, and all armor (light, medium, and heavy).

Fatigue Resistance: Starting at 1st level, a mental warrior is able to ignore the effects of a certain amount of fatigue each round. This increases as the mental warrior's level increases as shown above.

Bonus Psionic Feats: A mindwalker gains a bonus feat at 10th level, 15th level, and 20th level. This feat must be a mental feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A mindwalker is not limited to mental feats when selecting these other feats.

Defense Bonus: The defense bonus applies to Armor Class. However, it does not stack with the character's armor bonus. A character wearing armor gains it armor bonus or his defense bonus—whichever is higher—but not both. The defense bonus stacks with all other bonuses to AC, including the character's shield bonus, natural armor bonus, and so forth.

For a multi-class character, use the highest defense bonus of those offered by the character's classes. For example, a 2nd level mindwalker has a

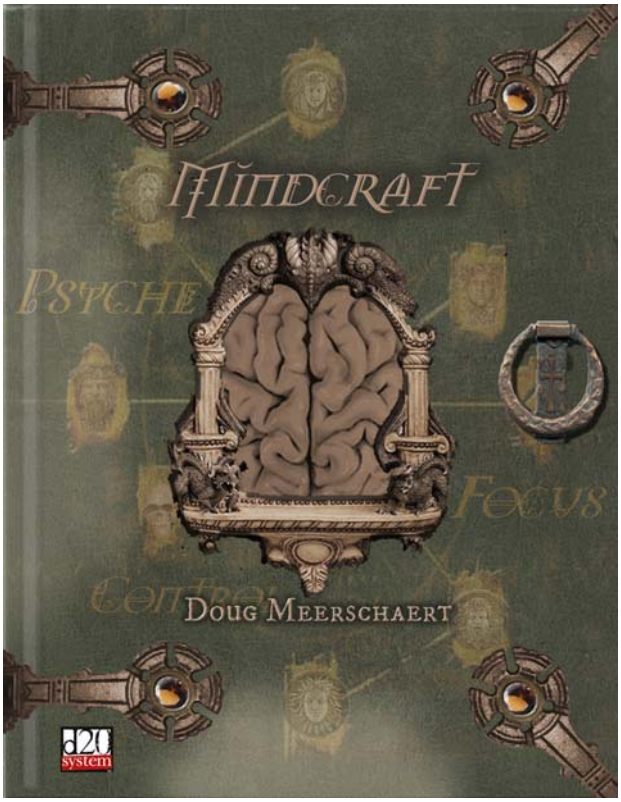
defense bonus of +2. Should the character gain a level in mental warrior, thus becoming a 3rd level character, his defense bonus would be +5, because the mental warrior's +5 at 3rd level is better than the mindwalker's +3 at 3rd level.

Mental Defense: Beginning at 10th level, a mental warrior gains the skill to incorporate his defense bonus with his armor class. A mental warrior may add one-half (rounded down) of his defensive bonus to his AC while wearing armor.

Reputation Bonus: With their unique sense of self and the mind, mental warriors' reputation usually proceeds them in their journeys (see Reputation sidebar later described in this chapter).

Weapon Specialization: At 6th level, a mental warrior gains Weapon Specialization as a bonus feat.

Mental Slots: A mental warrior beings play with the *mindspeak* and *disciplined body* mental powers. In addition, they have one Mental Slots which may be spent on any mental power. Mental warriors gain one mental slot at every class level.



Coming Soon!

More Professions

By Joshua Raynack

Well, it looks as though *Professions: Game Enhancement* is an initial success. Alea Publishing Group would like to thank those that support us and our products. In this issue, we bring you more professions to supplement our *Professions: Game Enhancement* product. So, the question we like to ask your character is: "What did you do before slaying dragons?!"

Assassin
Your dark apprenticeship to a master assassin has proved useful in finding vital areas.
Apprenticeship: -750 xp.
Benefit: You gain a +2 bonus to damage on sneak attack dice.

Astrologer
You follow the night sky for astrological signs to improve spellcasting.
Apprenticeship: -150 xp.
Benefit: Spells you cast at night are cast at +1 caster level.

Barrister
You helped prepare cases for a lawyer.
Apprenticeship: -150 xp.
Benefit: You gain a +5 circumstance bonus on Profession (law) checks when you are before a magistrate (see the medieval laws article in this issue).

Bellfounder
You worked heavily in bronze and brass to create bells and other small trinkets.
Apprenticeship: -750 xp.
Benefit: Add 1 to the DC of all spells you cast with a material component.

Bloomer
You are familiar with the process of creating iron weapons.
Apprenticeship: -250 xp.
Benefit: You are +1 to hit with cold forge iron weapons.

Chandler
Your apprenticeship has taught you the nuances to candlemaking.
Apprenticeship: -100 xp.
Benefit: Candles and torches you use exude 5 more feet of light than normal.

Clockmaker
The fabric of time is no longer a mystery in reference to casting spells or psionic powers.
Apprenticeship: -250 xp.
Benefit: Spells or powers with a duration listed in a numerical value lasts 1 additional numerical value.

Culter
Knives you designed during your apprenticeship have a sharper edge.
Apprenticeship: -250 xp.
Benefit: You are +1 to hit with knives and daggers.

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Medieval Laws

By Joshua Raynack

At times, characters might find themselves before a lord or magistrate because they may have broken a few laws. In the World of Terra™, most infractions of the law are brought forth to the Lord, whether it be a town council or a noble with rights to the property on which the crime took place. However, if it was murder or crimes against the secular ruler (king, queen, duke, baron, and so forth), a royal magistrate oversees the case on the ruler's behalf.

Presented below are some simple, quick rules along with a list of crimes and appropriate fines. Though the fines may seem little compared to the wealth a player character normally generates from adventuring, it is on par to the non-playing characters, whom earn very little.

Determine the Crime

First, determine the crime a NPC or PC committed and refer to Table PGA4-1: Generic Crimes and Attitudes. This is just a generic list of crimes, so feel free to augment it to suit your campaign needs. The initial attitude is listed before arguments are made by the defendant. This is also the result of the punishment if the defense fails to change the initial attitude (see Table PGA4-4: Attitudes and Punishments). The Profession (law) modifiers are penalties applied to the skill check when influencing the attitude of the court.

Prepare the Case

Before the defense makes a Profession (law) check to determine whether punishment is given or the accused is set free, go through Table PGA4-2: Profession (law) modifiers and apply up each modifier that applies to a particular case (don't forget to apply the modifiers for Table PGA4-1).

Outcast: This refers to characters that were previously banished from the town or region. It also refers to all monstrous humanoids and non-core races (those not found in the *Player's Handbook*).

Commoner: All characters are considered commoners unless they have some link to nobility. This is a general term that encompasses peasants, freeman,

Table PGA4-1: Generic Crimes and Attitudes

Crimes	Initial Attitude	Profession (law) modifiers
Treason or sedition	Hostile	-15
Murder	Hostile	-10
Assaulting an official guard, watchmen, or soldier of the king or church	Hostile	-5
Assaulting an official guard, watchmen, or soldier of a town or lord	Hostile	-0
Disguising oneself as a lord or bearing a coat of arms without proper authority	Unfriendly	-15
Breaking and entering	Unfriendly	-15
Rape	Unfriendly	-10
Stealing property in access of 100 gp or more	Unfriendly	-10
Stealing property in access of 50 gp or more	Unfriendly	-5
Stealing property less then 50 gp	Unfriendly	-0
Drawing a weapon against an official guard, watchmen, or soldier	Imprisonment	-5
Assault with lethal damage	Imprisonment	-0
Assault with nonlethal damage	Fine	-0
Failure to report to a lord when summoned	Fine	-10
Insults or blasphemy	Fine	-0
Bribery or forgery	Fine	-5
Public drunkenness or disorderly conduct	Fine	-0

Table PGA4-2: Profession (law) Modifiers

Circumstances	Profession (law) modifiers
Slave/Outcast commits crime against a commoner	-1
Slave/Outcast commits crime against the church or other institution such as a town	-3
Slave/Outcast commits crime against a noble	-5
Commoner commits crime against a slave or outcast	+1
Commoner commits crime against the church or other institution such as a town	-2
Commoner commits crime against a noble	-3
Noble commits crime against a slave or outcast	+3
Noble commits crime against a commoner	+2
Noble commits crime against the church or other institution such as a town	+1
Accused has an awful reputation (chaotic evil alignment or corrupted)	-2
Accused has a poor reputation (evil alignment , infamous reputation, or corruptible)	-1
Accused has a neutral reputation (neutral alignment or reputation bonus +0)	-0
Accused has a positive reputation (good alignment or reputation bonus +3)	+1
Accused has a exemplary reputation (lawful good alignment or reputation bonus +5)	+4
Victim has an awful reputation (chaotic evil alignment or corrupted)	+2
Victim has a poor reputation (evil alignment , infamous reputation, or corruptible)	+1
Victim has a neutral reputation (neutral alignment or reputation bonus +0)	-0
Victim has a positive reputation (good alignment or reputation bonus +3)	-1
Victim has a exemplary reputation (lawful good alignment or reputation bonus +5)	-3

adventures, and the like.

Noble: All characters that possess at least 1 level in aristocrat; in a class with the word "noble" in the title; or a class that with the word "knight" in the title are considered nobles. Depending on your campaign, paladins and clergy might fall within this category.

PRESENT THE CASE

After each of the modifiers are added, then the defense is allowed one Profession (law) skill check to influence the attitude of the court in hopes of a lighter sentence. If the defense cannot or will not make a Profession (law) skill check, then treat the result as a 0 and apply all modifiers. If characters have 5 ranks in Bluff or 5 ranks in Diplomacy, they receive a +2 synergy bonus to Profession (law) checks when presenting a case.

Note: It is possible to influence the court to a harsher sentence with a particularly poor Profession (law) skill check. This represents eye-witness, circumstances, the ability of the prosecution, and so forth.

Time: The process of waiting for the appropriate magistrate, preparing the case, presenting the case, and so forth, takes time. As a rule of thumb, a particular case, from start to finish, takes 1 day per negative modifier to the Profession (law) skill check. If the modifier is positive, it only takes a period of 1 day.

CARRY OUT THE SENTENCE

After the Profession (law) check is rolled, determine the court's attitude by referring to Table PGA4-3: Influencing Court Attitudes and then determine the sentence by referring to Table PGA4-4: Punishments.

Execution: The criminal is executed. In medieval times, the most common method of execution was hanging. It was a terrible ordeal, since the drop method had yet to be employed in where the neck is snapped, so it usually meant death by suffocating.

Property of Executed Criminals: All property that belonged to a character that was executed usually went to the town or lord in the region which the crime took place.

Deformation: The criminal is mutilated usually by branding in a prominent place (Cha –2) or by removing a body part befitting the crime (hand, foot, genitalia, tongue, one eye).

Table PGA4-3: Influencing Court Attitudes

Initial Attitude	New Attitude(DC to Achieve) Hostile	Unfriendly	Imprisonment	Fine	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Imprisonment	—	Less than 1	1	15	30
Fine	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Imprisonment: The criminal is incarcerated for a number of days equal to the DC to achieve a Helpful result from the initial attitude of the court before modifiers. For example, Lord Braxon of Henwall murdered one of his peasants. Initial court attitude is hostile for murder cases. His lawyer is able to make a Profession (law) check to reduce is punishment from death to imprisonment. The amount of time Lord Braxon will serve is 50 days—the DC to achieve a helpful attitude from hostile.

Imprisonment for Commoners: Usually, imprisonment is rarely used in a small town or village. Therefore, most small towns or villages are not equipped with proper dungeons or holding cells. However, if a prison sentence is to be served in a small town or village, it is usually done in a crypt, church cellar, or empty grain bin.

Imprisonment for Nobles: Nobles have significantly better treatment. They are simply put under house arrest, either in there own manor or one of another lord.

Fine: A generic fine is 65 sp. However, depending on your campaign or the nature of the crime you may adjust it accordingly.

Table PGA4-4: Punishment

Attitude	Punishment
Hostile	Execution
Unfriendly	Deformation
Imprisonment	Imprisonment
Fine	Fine
Helpful	Crime Overlooked

Ancient Plain Encounters

By Joshua Raynack

The Ancient Plain is filled with numerous ruins of the old springs, remnants of the Romus empire along with budding communities of pilgrims, Turcoman, and crusaders. However, it is also filled with dangerous orc patrols as well as mysterious creatures. Be wary of walking through the tall grass.

Below is a summary of possible random encounters adventurers might face as the travel in the Ancient Plains. While in the area, there is an 8% chance per hour that a random encounter might occur.

Guardian Naga: This creature guards a particular statue within the ruins of an ancient bath. The statue is of a regal Romus warrior possessing no weapons. At the base the words "*Peace to all that come here*" are inscribed.

It takes notice of the adventures, but will remain invisible and ignore them unless they deliberately attack or attempt to steal the 1,000 gp star diamond embedded in the statue's shield.

Though the statue is not magical, the gem contains a powerful curse. Any humanoid attacking within 30 feet of the gem are automatically stunned for 1d4 rounds after they have finished their first attack. It is a minor artifact that does not radiate a magical aura.

Guardian Naga: 93 hp; refer to the *Monster Manual*.

Clay Golem: This creature stands in the middle of an ancient battlefield. It is fashioned from clay and bears the regalia of an Egyus warrior. It remains motionless, much like a statue, unless someone has a drawn a weapon within 30 feet or they attack it. Otherwise, it remains still.

Clay Golem: 90 hp; refer to the *Monster Manual*.

Dire Lions: The dire lions characters discover are simply basking in the sun. The watch listlessly as the adventurers pass. However, should there be more dire lions than characters, they attack instead.

Dire Lions: 60 hp; refer to the *Monster Manual*.

Locust Swarms: This swarm descends from the sky and immediately attacks players. They attack for only 2 rounds before departing, however they stay should characters engage them.

Locus Swarms: 21 hp; refer to the *Monster Manual*.

Lamias: These exotic creatures are actually roaming the grasslands looking for male lions to impregnate them. However, they will like to present fresh meat to the den should they spot the adventurers.

In addition to their random treasure, they carry several pouches containing a combination of rare plants. Characters that make a successful Knowledge (nature) check (DC 20) reveals that this particular combination attracts and arouses male lions. Should the characters continue to carry these, increase the random encounter possibility to a 30% chance per hour and use the dire lions encounter—except treat them as hostile.

Lamia: 58 hp; refer to the *Monster Manual*.

Orcs: This patrol could be from any number of orc tribes including those from the Tri-Council. They constantly roam the plains looking for straggles or easy marks. Should the encounter go well for them, they will attempt to subdue one opponent for questioning (troop movements, merchant caravans, and so forth). In addition, should there be any knights in the party (those with the word "knight" as a part of any class title), they will also attempt to sub-

Table PGA4-5: Ancient Plain Wilderness Encounters

d%	Encounter	Average EL	Initial Attitude	Category
01-03	1 guardian naga	10	Indifferent	Battlefield
04-08	1 clay golem	10	Indifferent	Battlefield
09-13	2d4 dire lions	9	Indifferent	Grassland
14-19	1d4+3 locust swarms	9	Indifferent	Grassland
20-26	1d4 invisible stalkers	9	Hostile	Grassland
27-35	1d4 lamias	8	Hostile	Grassland
36-44	1d4 orcs with worg mount (patrol)	8	Hostile	Grassland
45-57	1 shield guardian	8	Indifferent	Battlefield
58-69	1d3 hill giants	8	Hostile	Farm
70-78	1d3 ogre barbarians	8	Hostile	Farm
79-86	1d4 Knight Templars (patrol)	7	Indifferent	Farm
87-94	1d4 Surgeons of St. John (explorers)	7	Friendly	Farm
95-100	1d4 wraiths	7	Hostile	Battlefield

due for ransom.

Typical Hill Land Orc Cavalry: 30 hp;

Shield Guardian: Similar to the "Clay Golem" random encounter, this is a relic of some battle and it still protects its master who is buried several feet beneath the earth. It will not acknowledge the characters unless they attack the creature, come within 30 feet of the creature, or if they begin digging up the area within eyesight of the creature.

Should adventurers be able to subdue the creature somehow, the amulet that controls it lies around the neck of the buried mage.

Shield Guardian: 112 hp; refer to the *Monster Manual*.

Hill Giants and Ogres: Both of these groups are in the process of raiding a collective of farms when encountered. Should they defeat the creatures, the peasants offer them warm food and a place to stay while they are in the region.

Hill Giants: 102 hp; refer to the *Monster Manual*.

Ogre Barbarians: 79 hp; refer to the *Monster Manual*.

Knight Templars: These knights patrol the surrounding region of Carpathos and Hilltop Keep. They are not usually hostile toward strangers, however they are highly inquisitive and intensely question players.

Typical Knight Templar Border Patrol: 32 hp;

Surgeons of Saint John: When encountered, these explorers are asking questions to a farmer about a pile of ruins that lies about a mile from the farm. They will tell the characters that they are scouting for fortified areas for keeping wounded should a crusader force decide to march next Summer. Since they are not warriors, they will ask the characters to join them.

Typical Knight Hospitaller Surgeon: 30 hp;

Wraiths: The characters encounter these dreaded undead when either investigating fallen warriors in a recent skirmish or when traveling over an ancient battle sight. They immediately rise from the ground and attack the adventures.

Wraiths: 32 hp; refer to the *Monster Manual*.

NPCs

Typical Knight Hospitaller Surgeon: Male human expert 5 (Knights of St. John class template); CR 5; Medium humanoid; HD 5d6; hp 18; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger) or +2 melee (1d6-1, light mace) or +3 ranged; Full Atk +2 melee (1d4-1/19-20, dagger) or +2 melee (1d6-1, light mace) or + 3 ranged; SA—; SQ Ancient healing (surgeon), charismatic Samaritan, knightly order; AL LG; SV Fort +1, Ref +2, Will +7; Str 8, Dex 12, Con 10, Int 13, Wis 16, Cha 15.

Skills and Feats: Concentration +5 (+9 while performing surgery), Diplomacy +13, Gather Information +9, Heal +14, Knowledge (nature) +8, Knowledge (nobility and royalty) +6, Knowledge (local) +6, Listen +5, Profession (herbalist) +11, Sense Motive +8, Spot +5, Survival +8 (+10 above ground; natural environments); Alertness, Combat Physician, Skill Focus (heal).

Ancient Healing (Surgeon): Knight Hospitaller surgeons are able to speed up the healing process through surgery; however the prospect is quite dangerous and risky. First, the patient receiving the surgery must be in a prone position and is considered helpless for the duration. Each Heal check made during surgery is considered a full round action that provokes attacks of opportunity. In addition,

unless the patient is prone upon a table, the surgeon is considered prone as well.

Also, the surgeon must have surgical tools to perform a surgery. Surgery allows the surgeon to treat each individual wound a patient has received. For each wound the surgeon must make a Heal check (DC 10 + damage dealt) and if successful, the patient heals 1/3 of the damage from that particular wound. However, a failure results in damaging the patient 1/2 the difference of a failed result. Also, the damage dealt on failed result is also added to the DC of the wound.

In addition, if the surgeon is damaged while you performing surgery the surgeon must make a Concentration check (DC 10 + damage dealt) or lose progress made that round. For instance, Collin de Rayner is performing surgery on a wound that had inflicted 15 points of damage to the patient. Collin de Rayner must succeed with a Heal check (DC 25) to heal the wound points. However, Collin makes a Heal check of 20 and fails the DC by 6 points. The patient immediately receives 3 points of damage (half of the failed difference; rounded down).

To continue on this wound, Collin de Rayner will have to succeed on a Heal Check (DC 28) in order to cure 6 points of damage. Once the surgeon is successful in partially healing a particular wound, the surgeon cannot continue to operate on that wound. Additionally, the surgeon may only perform surgery to a number of patients a day equal to his Charisma modifier. Since the process is questionable and frighteningly new, patients can withstand surgery a number of rounds equal to his Charisma modifier.

Possessions: leather armor, dagger, light mace, light wooden shield, tabard [Knowledge (nobility and royalty) DC 15; Clerics of the White Order], healer's kit, and a surgical tool kit.

Typical Knight Templar Border Patrol: Male human warrior 5 (Temple of Solomon class template); CR 5; Medium humanoid; HD 5d8+10; hp 32; Init –1; Spd 30 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +7; Atk +8 melee (1d8+2/19-20, mwk longsword) or +4 ranged; Full Atk +8 melee(1d8+2/19-20, mwk longsword) or +4 ranged; SA Ki weapon strike (magic); SQ Enlightenment, knighthood, secret enlightenment (true insight); AL LN; SV Fort +6, Ref +0, Will +3; Str 15, Dex 8, Con 14, Int 13, Wis 14, Cha 10.

Skills and Feats: Climb +6, Diplomacy +4, date +4, Knowledge (nobility and royalty) +5, Knowledge (nobility and royalty) +3, Listen +4, Ride +3, Spot +4; Alertness, Combat Reflexes, Inner Eye, Insight.

Secret Enlightenment (*true insight*): As a standard action, a Knight Templar may make a Knowledge (arcana) check (DC 15) to use the Insight feat one additional time a day.

Possessions: Mwk full plate, heavy steel shield, mwk longsword, tabard [Knowledge (nobility and royalty) DC 15; Brotherhood of the Temple of Solomon].

Insight [Order]
You intuition guides your strike.
Prerequisite: Knightly Order class ability (Temple of Solomon), Wis 13+.
Benefit: You may cast *true strike* once per day as a spell-like ability.
Special: You can gain this feat multiple times. Each time you take the feat, you increase the amount you may use it one additional time per day.

Inner Eye [Order]
You awakened your inner eye.
Prerequisite: Insight, Knightly Order class ability (Temple of Solomon).
Benefit: Once per day, you gain blindsight 30 ft. as a supernatural ability for a number of rounds equal to your Wisdom modifier.

Typical Hill Land Orc Cavalry: Orc Bbn2/Rgr2; CR 5; Medium Humanoid; HD 1d8+1 plus 2d12+2 plus 2d6+2; HP 30; Init +5; Spd 40 ft.; AC 18 (+5 Dex, +3 masterwork studded leather), touch 15, flat-footed 13; Base Atk +4; Grp +7; Atk +8 (+9 when mounted) melee (2d4+6 20/x3, [2d4+8 against humans]; masterwork guisarme); or +10 (+8 when mount double moves/+6 when mount is running) ranged (1d6 20/x3, masterwork shortbow); or +8/+8 (+6/+6 when mount double moves/+4/+4 when mount is running) ranged (1d6 20/ x3, masterwork shortbow) or +9 ranged touch (+7 when mount double moves/+5 when mount is running) (1d6 20/x3, masterwork shortbow); SA drag (See *A Question of Honor: A Guidebook to Knights* for details), trip; SQ Darkvision 60ft., fast movement, 1st favored enemy (humans), light sensitivity, rage (1/day), uncanny dodge, wild empathy (+2); AL CE; SV Fort +7, Ref +8, Will +0; Str 17, Dex 20, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7 (7), Move Silently +8 (3), Ride +14 (7), Survival +5 (5), Use Rope +8 (3); Mounted Archery, Mounted Combat, Rapid Shot (B), Track (B).

Possessions: Backpack (waterskin, one week's rations, bedroll, sack, and flint and steel), one week's rations for mount, belt, dagger (hidden within a boot; Search DC 9), masterwork shortbow, masterwork guisarme, masterwork studded leather, belt pouch (2d20 gp, *potion of cure moderate wounds*).

Note: A typical Hill Land orc is tougher than a normal orc found in the *M*M. They have a +1 CR for their enhanced ability scores.

Some Words With a Mummy

By Edgar Allan Poe

THE symposium of the preceding evening had been a little too much for my nerves. I had a wretched headache, and was desperately drowsy. Instead of going out therefore to spend the evening as I had proposed, it occurred to me that I could not do a wiser thing than just eat a mouthful of supper and go immediately to bed.

A light supper of course. I am exceedingly fond of Welsh rabbit. More than a pound at once, however, may not at all times be advisable. Still, there can be no material objection to two. And really between two and three, there is merely a single unit of difference. I ventured, perhaps, upon four. My wife will have it five; -- but, clearly, she has confounded two very distinct affairs. The abstract number, five, I am willing to admit; but, concretely, it has reference to bottles of Brown Stout, without which, in the way of condiment, Welsh rabbit is to be eschewed.

Having thus concluded a frugal meal, and donned my night-cap, with the serene hope of enjoying it till noon the next day, I placed my head upon the pillow, and, through the aid of a capital conscience, fell into a profound slumber forthwith.

But when were the hopes of humanity fulfilled? I could not have completed my third snore when there came a furious ringing at the street-door bell, and then an impatient thumping at the knocker, which awakened me at once. In a minute afterward, and while I was still rubbing my eyes, my wife thrust in my face a note, from my old friend, Doctor Ponnonner. It ran thus:

"Come to me, by all means, my dear good friend, as soon as you receive this. Come and help us to rejoice. At last, by long persevering diplomacy, I have gained the assent of the Directors of the City Museum, to my examination of the Mummy -- you know the one I mean. I have permission to unswathe it and open it, if desirable. A few friends only will be present -- you, of course. The Mummy is now at my house, and we shall begin to unroll it at eleven tonight.

"Yours, ever,

PONNONNER.

By the time I had reached the "Ponnonner," it struck me that I was as wide awake as a man need be. I leaped out of bed in an ecstasy, overthrowing all in my way; dressed myself with a rapidity truly marvelous; and set off, at the top of my speed, for the doctor's.

There I found a very eager company assembled. They had been awaiting me with much impatience; the Mummy was extended upon the dining-table; and the moment I entered its examination was commenced.

It was one of a pair brought, several years previously, by Captain Arthur Sabretash, a cousin of Ponnonner's from a tomb near Eleithias, in the Lybian mountains, a considerable distance above Thebes on the Nile. The grottoes at this point, although less magnificent than the Theban sepulchres, are of higher interest, on account of affording more numerous illustrations of the private life of the Egyptians. The chamber from which our specimen was taken, was said to be very rich in such illustrations; the walls being completely covered with fresco paintings and bas-reliefs, while statues, vases, and Mosaic work of rich patterns, indicated the vast wealth of the deceased.

The treasure had been deposited in the Museum precisely in the same condition in which Captain Sabretash had found it; - that is to say, the coffin had not been disturbed. For eight years it had thus stood, subject only externally to public inspection. We had now, therefore, the complete Mummy at our disposal; and to those who are aware how very rarely the unransacked antique reaches our shores, it will be evident, at once that we had great reason to congratulate ourselves upon our good fortune.

Approaching the table, I saw on it a large box, or case, nearly seven feet long, and perhaps three feet wide, by two feet and a half deep. It was oblong -- not coffin-shaped. The material was at first supposed to be the wood of the sycamore (platanus), but, upon cutting into it, we found it to be pasteboard, or, more properly, papier mache, composed of papyrus. It was thickly ornamented with paintings, representing funeral scenes, and other mournful subjects -- interspersed among which, in every variety of position,

were certain series of hieroglyphical characters, intended, no doubt, for the name of the departed. By good luck, Mr. Gliddon formed one of our party; and he had no difficulty in translating the letters, which were simply phonetic, and represented the word Allamistakeo.

We had some difficulty in getting this case open without injury; but having at length accomplished the task, we came to a second, coffin-shaped, and very considerably less in size than the exterior one, but resembling it precisely in every other respect. The interval between the two was filled with resin, which had, in some degree, defaced the colors of the interior box.

Upon opening this latter (which we did quite easily), we arrived at a third case, also coffin-shaped, and varying from the second one in no particular, except in that of its material, which was cedar, and still emitted the peculiar and highly aromatic odor of that wood. Between the second and the third case there was no interval -- the one fitting accurately within the other.

Removing the third case, we discovered and took out the body itself. We had expected to find it, as usual, enveloped in frequent rolls, or bandages, of linen; but, in place of these, we found a sort of sheath, made of papyrus, and coated with a layer of plaster, thickly gilt and painted. The paintings represented subjects connected with the various supposed duties of the soul, and its presentation to different divinities, with numerous identical human figures, intended, very probably, as portraits of the persons embalmed. Extending from head to foot was a columnar, or perpendicular, inscription, in phonetic hieroglyphics, giving again his name and titles, and the names and titles of his relations.

Around the neck thus ensheathed, was a collar of cylindrical glass beads, diverse in color, and so arranged as to form images of deities, of the scarabaeus, etc, with the winged globe. Around the small of the waist was a similar collar or belt.

Stripping off the papyrus, we found the flesh in excellent preservation, with no perceptible odor. The color was reddish. The skin was hard, smooth, and glossy. The teeth and hair were in good condition. The eyes (it seemed) had been removed, and glass ones substituted, which were very beautiful and wonderfully life-like, with the exception of somewhat too determined a stare. The fingers and the nails were brilliantly gilded.

Mr. Gliddon was of opinion, from the redness of the epidermis, that the embalmment had been effected altogether by asphaltum; but, on scraping the surface with a steel instrument, and throwing into the fire some of the powder thus obtained, the flavor of camphor and other sweet-scented gums became apparent.

We searched the corpse very carefully for the usual openings through which the entrails are extracted, but, to our surprise, we could discover none. No member of the party was at that period aware that entire or unopened mummies are not infrequently met. The brain it was customary to withdraw through the nose; the intestines through an incision in the side; the body was then shaved, washed, and salted; then laid aside for several weeks, when the operation of embalming, properly so called, began.

As no trace of an opening could be found, Doctor Ponnonner was preparing his instruments for dissection, when I observed that it was then past two o'clock. Hereupon it was agreed to postpone the internal examination until the next evening; and we were about to separate for the present, when some one suggested an experiment or two with the Voltaic pile.

The application of electricity to a mummy three or four thousand years old at the least, was an idea, if not very sage, still sufficiently original, and we all caught it at once. About one-tenth in earnest and nine-tenths in jest, we arranged a battery in the Doctor's study, and conveyed thither the Egyptian.

It was only after much trouble that we succeeded in laying bare some portions of the temporal muscle which appeared of less stony rigidity than other parts of the frame, but which, as we had anticipated, of course, gave no indication of galvanic susceptibility when brought in contact with the wire. This, the first trial, indeed, seemed decisive, and, with a hearty laugh at our own absurdity, we were bidding each other good night, when my eyes, happening to fall upon those of the Mummy, were there immediately riveted in amazement. My brief glance, in fact, had sufficed to assure me that the orbs which we had all supposed to be glass, and which were originally noticeable for a certain wild stare, were now so far covered by the lids, that only a small portion of the tunica albuginea remained visible.

With a shout I called attention to the fact, and it became immediately obvious to all.

I cannot say that I was alarmed at the phenomenon, because "alarmed" is, in my case, not exactly the word. It is possible, however, that, but for the Brown Stout, I might have been a little nervous. As for the rest of the company, they really made no attempt at concealing the downright fright which possessed them. Doctor Ponnonner was a man to be pitied. Mr. Gliddon, by some peculiar process, rendered himself invisible. Mr. Silk Buckingham, I fancy, will scarcely

be so bold as to deny that he made his way, upon all fours, under the table.

After the first shock of astonishment, however, we resolved, as a matter of course, upon further experiment forthwith. Our operations were now directed against the great toe of the right foot. We made an incision over the outside of the exterior os sesamoideum pollicis pedis, and thus got at the root of the abductor muscle. Readjusting the battery, we now applied the fluid to the bisected nerves -- when, with a movement of exceeding life-likeness, the Mummy first drew up its right knee so as to bring it nearly in contact with the abdomen, and then, straightening the limb with inconceivable force, bestowed a kick upon Doctor Ponnonner, which had the effect of discharging that gentleman, like an arrow from a catapult, through a window into the street below.

We rushed out en masse to bring in the mangled remains of the victim, but had the happiness to meet him upon the staircase, coming up in an unaccountable hurry, brimful of the most ardent philosophy, and more than ever impressed with the necessity of prosecuting our experiment with vigor and with zeal.

It was by his advice, accordingly, that we made, upon the spot, a profound incision into the tip of the subject's nose, while the Doctor himself, laying violent hands upon it, pulled it into vehement contact with the wire.

Morally and physically -- figuratively and literally -- was the effect electric. In the first place, the corpse opened its eyes and winked very rapidly for several minutes, as does Mr. Barnes in the pantomime, in the second place, it sneezed; in the third, it sat upon end; in the fourth, it shook its fist in Doctor Ponnonner's face; in the fifth, turning to Messieurs Gliddon and Buckingham, it addressed them, in very capital Egyptian, thus:

"I must say, gentlemen, that I am as much surprised as I am mortified at your behavior. Of Doctor Ponnonner nothing better was to be expected. He is a poor little fat fool who knows no better. I pity and forgive him. But you, Mr. Gliddon- and you, Silk -- who have traveled and resided in Egypt until one might imagine you to the manner born -- you, I say who have been so much among us that you speak Egyptian fully as well, I think, as you write your mother tongue -- you, whom I have always been led to regard as the firm friend of the mummies -- I really did anticipate more gentlemanly conduct from you. What am I to think of your standing quietly by and seeing me thus unhandsomely used? What am I to suppose by your permitting Tom, Dick, and Harry to strip me of my coffins, and my clothes, in this wretchedly cold climate? In what light (to come to the point) am I to regard your aiding and abetting that miserable little villain, Doctor Ponnonner, in pulling me by the nose?"

It will be taken for granted, no doubt, that upon hearing this speech under the circumstances, we all either made for the door, or fell into violent hysterics, or went off in a general swoon. One of these three things was, I say, to be expected. Indeed each and all of these lines of conduct might have been very plausibly pursued. And, upon my word, I am at a loss to know how or why it was that we pursued neither the one nor the other. But, perhaps, the true reason is to be sought in the spirit of the age, which proceeds by the rule of contraries altogether, and is now usually admitted as the solution of every thing in the way of paradox and impossibility. Or, perhaps, after all, it was only the Mummy's exceedingly natural and matter-of-course air that divested his words of the terrible. However this may be, the facts are clear, and no member of our party betrayed any very particular trepidation, or seemed to consider that any thing had gone very especially wrong.

For my part I was convinced it was all right, and merely stepped aside, out of the range of the Egyptian's fist. Doctor Ponnonner thrust his hands into his breeches' pockets, looked hard at the Mummy, and grew excessively red in the face. Mr. Glidden stroked his whiskers and drew up the collar of his shirt. Mr. Buckingham hung down his head, and put his right thumb into the left corner of his mouth.

The Egyptian regarded him with a severe countenance for some minutes and at length, with a sneer, said: "Why don't you speak, Mr. Buckingham? Did you hear what I asked you, or not? Do take your thumb out of your mouth!"

Mr. Buckingham, hereupon, gave a slight start, took his right thumb out of the left corner of his mouth, and, by way of indemnification inserted his left thumb in the right corner of the aperture abovementioned.

Not being able to get an answer from Mr. B., the figure turned peevishly to Mr. Gliddon, and, in a peremptory tone, demanded in general terms what we all meant.

Mr. Gliddon replied at great length, in phonetics; and but for the deficiency of American printing-offices in hieroglyphical type, it would afford me much pleasure to record here, in the original, the whole of his very excellent speech.

I may as well take this occasion to remark, that all the subsequent conversation in which the Mummy took a part, was carried on in primitive Egyptian, through the medium (so far as concerned myself and

other untraveled members of the company) -- through the medium, I say, of Messieurs Gliddon and Buckingham, as interpreters. These gentlemen spoke the mother tongue of the Mummy with inimitable fluency and grace; but I could not help observing that (owing, no doubt, to the introduction of images entirely modern, and, of course, entirely novel to the stranger) the two travelers were reduced, occasionally, to the employment of sensible forms for the purpose of conveying a particular meaning. Mr. Gliddon, at one period, for example, could not make the Egyptian comprehend the term "politics," until he sketched upon the wall, with a bit of charcoal a little carbuncle-nosed gentleman, out at elbows, standing upon a stump, with his left leg drawn back, right arm thrown forward, with his fist shut, the eyes rolled up toward Heaven, and the mouth open at an angle of ninety degrees. Just in the same way Mr. Buckingham failed to convey the absolutely modern idea "wig," until (at Doctor Ponnonner's suggestion) he grew very pale in the face, and consented to take off his own.

It will be readily understood that Mr. Gliddon's discourse turned chiefly upon the vast benefits accruing to science from the unrolling and disemboweling of mummies; apologizing, upon this score, for any disturbance that might have been occasioned him, in particular, the individual Mummy called Allamistakeo; and concluding with a mere hint (for it could scarcely be considered more) that, as these little matters were now explained, it might be as well to proceed with the investigation intended. Here Doctor Ponnonner made ready his instruments.

In regard to the latter suggestions of the orator, it appears that Allamistakeo had certain scruples of conscience, the nature of which I did not distinctly learn; but he expressed himself satisfied with the apologies tendered, and, getting down from the table, shook hands with the company all round.

When this ceremony was at an end, we immediately busied ourselves in repairing the damages which our subject had sustained from the scalpel. We sewed up the wound in his temple, bandaged his foot, and applied a square inch of black plaster to the tip of his nose.

It was now observed that the Count (this was the title, it seems, of Allamistakeo) had a slight fit of shivering -- no doubt from the cold. The Doctor immediately repaired to his wardrobe, and soon returned with a black dress coat, made in Jennings' best manner, a pair of sky-blue plaid pantaloons with straps, a pink gingham chemise, a flapped vest of brocade, a white sack overcoat, a walking cane with a hook, a hat with no brim, patent-leather boots, straw-colored kid gloves, an eye-glass, a pair of whiskers, and a waterfall cravat. Owing to the disparity of size between the Count and the doctor (the proportion being as two to one), there was some little difficulty in adjusting these habiliments upon the person of the Egyptian; but when all was arranged, he might have been said to be dressed. Mr. Gliddon, therefore, gave him his arm, and led him to a comfortable chair by the fire, while the Doctor rang the bell upon the spot and ordered a supply of cigars and wine.

The conversation soon grew animated. Much curiosity was, of course, expressed in regard to the somewhat remarkable fact of Allamistakeo's still remaining alive.

"I should have thought," observed Mr. Buckingham, "that it is high time you were dead."

"Why," replied the Count, very much astonished, "I am little more than seven hundred years old! My father lived a thousand, and was by no means in his dotage when he died."

Here ensued a brisk series of questions and computations, by means of which it became evident that the antiquity of the Mummy had been grossly misjudged. It had been five thousand and fifty years and some months since he had been consigned to the catacombs at Eleithias.

"But my remark," resumed Mr. Buckingham, "had no reference to your age at the period of interment (I am willing to grant, in fact, that you are still a young man), and my illusion was to the immensity of time during which, by your own showing, you must have been done up in asphaltum."

"In what?" said the Count.

"In asphaltum," persisted Mr. B.

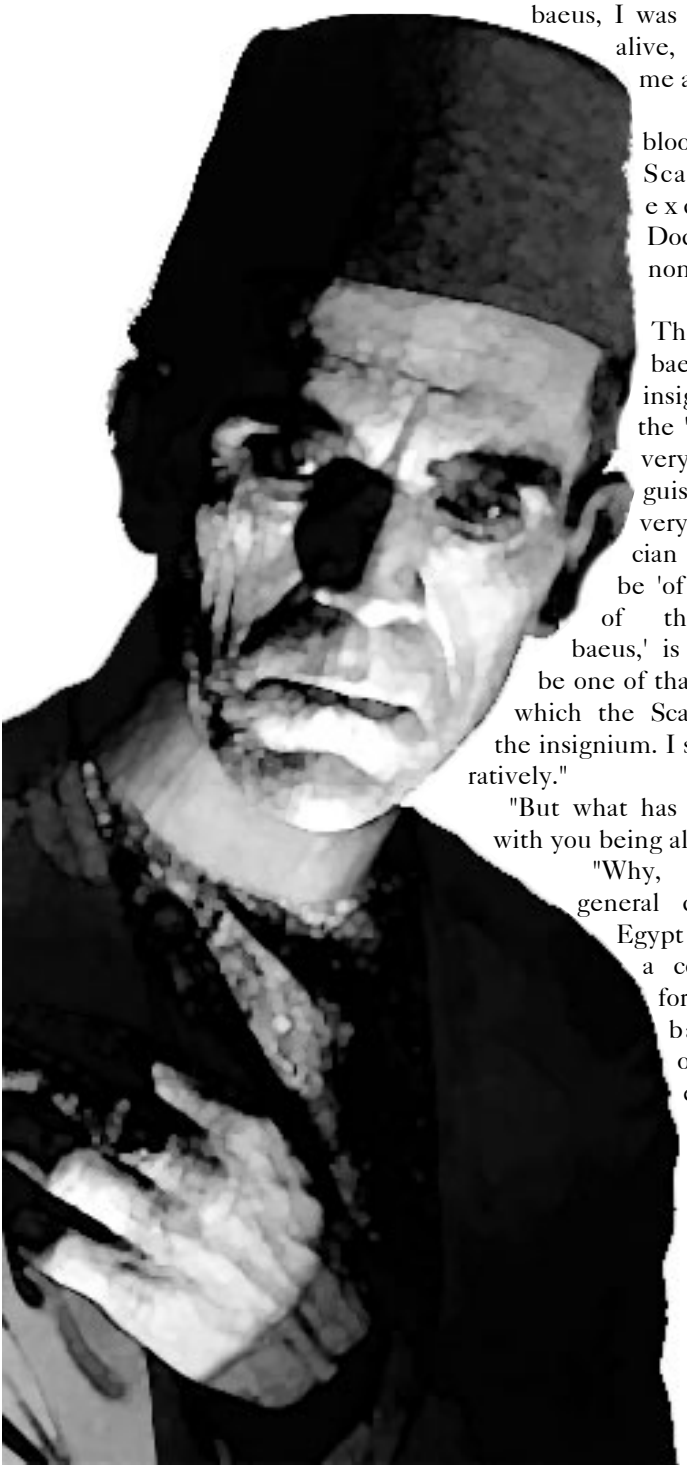
"Ah, yes; I have some faint notion of what you mean; it might be made to answer, no doubt -- but in my time we employed scarcely any thing else than the Bichloride of Mercury."

"But what we are especially at a loss to understand," said Doctor Ponnonner, "is how it happens that, having been dead and buried in Egypt five thousand years ago, you are here to-day all alive and looking so delightfully well."

"Had I been, as you say, dead," replied the Count, "it is more than probable that dead, I should still be; for I perceive you are yet in the infancy of Calvanism, and cannot accomplish with it what was a common thing among us in the old days. But the fact is, I fell into catalepsy, and it was considered by my best friends that I was either dead or should be; they accordingly embalmed me at once -- I presume you are aware of the chief principle of the embalming process?"

"Why not altogether."

"Why, I perceive -- a deplorable condition of ignorance! Well I cannot enter into details just now: but it is necessary to explain that to embalm (properly speaking), in Egypt, was to arrest indefinitely all the animal functions subjected to the process. I use the word 'animal' in its widest sense, as including the physical not more than the moral and vital being. I repeat that the leading principle of embalmment consisted, with us, in the immediately arresting, and holding in perpetual abeyance, all the animal functions subjected to the process. To be brief, in whatever condition the individual was, at the period of embalmment, in that condition he remained. Now, as it is my good fortune to be of the blood of the Scarabaeus, I was embalmed alive, as you see me at present."



"The blood of the Scarabaeus!" exclaimed Doctor Ponnonner.

"Yes. The Scarabaeus was the insignium or the 'arms,' of a very distinguished and very rare patrician family. To be 'of the blood of the Scarabaeus,' is merely to be one of that family of which the Scarabaeus is the insignium. I speak figuratively."

"But what has this to do with you being alive?"

"Why, it is the general custom in Egypt to deprive a corpse, before embalmment, of its bowels and brains; the race of the Scarabaei alone did not coincide with the custom. Had I not been a Scarabeus, therefore, I should have been without bowels and brains; and without either it is inconvenient to live."

"I perceive that," said Mr. Buckingham, "and I presume that all the entire mummies that come to hand are of the race of Scarabaei."

"Beyond doubt."

"I thought," said Mr. Gliddon, very meekly, "that the Scarabaeus was one of the Egyptian gods."

"One of the Egyptian _what?"_ exclaimed the Mummy, starting to its feet.

"Gods!" repeated the traveler.

"Mr. Gliddon, I really am astonished to hear you talk in this style," said the Count, resuming his chair. "No nation upon the face of the earth has ever acknowledged more than one god. The Scarabaeus, the Ibis, etc., were with us (as similar creatures have been with others) the symbols, or media, through which we offered worship to the Creator too august to be more directly approached."

There was here a pause. At length the colloquy was renewed by Doctor Ponnonner.

"It is not improbable, then, from what you have explained," said he, "that among the catacombs near the Nile there may exist other mummies of the Scarabaeus tribe, in a condition of vitality?"

"There can be no question of it," replied the Count; "all the Scarabaei embalmed accidentally while alive, are alive now. Even some of those purposely so embalmed, may have been overlooked by their executors, and still remain in the tomb."

"Will you be kind enough to explain," I said, "what you mean by 'purposely so embalmed'?"

"With great pleasure!" answered the Mummy, after surveying me leisurely through his eye-glass -- for it was the first time I had ventured to address him a direct question.

"With great pleasure," he said. "The usual duration of man's life, in my time, was about eight hundred years. Few men died, unless by most extraordinary accident, before the age of six hundred; few lived longer than a decade of centuries; but eight were considered the natural term. After the discovery of the embalming principle, as I have already described it to you, it occurred to our philosophers that a laudable curiosity might be gratified, and, at the same time, the interests of science much advanced, by living this natural term in installments. In the case of history, indeed, experience demonstrated that something of this kind was indispensable. An historian, for example, having attained the age of five hundred, would write a book with great labor and then get himself carefully embalmed; leaving instructions to his executors pro tem., that they should cause him to be

revivified after the lapse of a certain period -- say five or six hundred years. Resuming existence at the expiration of this time, he would invariably find his great work converted into a species of hap-hazard notebook -- that is to say, into a kind of literary arena for the conflicting guesses, riddles, and personal squabbles of whole herds of exasperated commentators. These guesses, etc., which passed under the name of annotations, or emendations, were found so completely to have enveloped, distorted, and overwhelmed the text, that the author had to go about with a lantern to discover his own book. When discovered, it was never worth the trouble of the search. After re-writing it throughout, it was regarded as the bounden duty of the historian to set himself to work immediately in correcting, from his own private knowledge and experience, the traditions of the day concerning the epoch at which he had originally lived. Now this process of re-scription and personal rectification, pursued by various individual sages from time to time, had the effect of preventing our history from degenerating into absolute fable."

"I beg your pardon," said Doctor Ponnonner at this point, laying his hand gently upon the arm of the Egyptian -- "I beg your pardon, sir, but may I presume to interrupt you for one moment?"

"By all means, sir," replied the Count, drawing up.

"I merely wished to ask you a question," said the Doctor. "You mentioned the historian's personal correction of traditions respecting his own epoch. Pray, sir, upon an average what proportion of these Kabbala were usually found to be right?"

"The Kabbala, as you properly term them, sir, were generally discovered to be precisely on a par with the facts recorded in the un-re-written histories themselves; -- that is to say, not one individual iota of either was ever known, under any circumstances, to be not totally and radically wrong."

"But since it is quite clear," resumed the Doctor, "that at least five thousand years have elapsed since your entombment, I take it for granted that your histories at that period, if not your traditions were sufficiently explicit on that one topic of universal interest, the Creation, which took place, as I presume you are aware, only about ten centuries before."

"Sir!" said the Count Allamistakeo.

The Doctor repeated his remarks, but it was only after much additional explanation that the foreigner could be made to comprehend them. The latter at length said, hesitatingly: "The ideas you have suggested are to me, I confess, utterly novel. During my time I never knew any one to entertain so singular a fancy as that the universe (or this world if you will have it so) ever had a beginning at all. I remember once, and once only, hearing something remotely hinted, by a man of many speculations, concerning the origin of the human race; and by this individual, the very word Adam (or Red Earth), which you make use of, was employed. He employed it, however, in a generical sense, with reference to the spontaneous germination from rank soil (just as a thousand of the lower genera of creatures are germinated) -- the spontaneous germination, I say, of five vast hordes of men, simultaneously upspringing in five distinct and nearly equal divisions of the globe."

Here, in general, the company shrugged their shoulders, and one or two of us touched our foreheads with a very significant air. Mr. Silk Buckingham, first glancing slightly at the occiput and then at the sinciput of Allamistakeo, spoke as follows:

"The long duration of human life in your time, together with the occasional practice of passing it, as you have explained, in installments, must have had, indeed, a strong tendency to the general development and conglomeration of knowledge. I presume, therefore, that we are to attribute the marked inferiority of the old Egyptians in all particulars of science, when compared with the moderns, and more especially with the Yankees, altogether to the superior solidity of the Egyptian skull."

"I confess again," replied the Count, with much suavity, "that I am somewhat at a loss to comprehend you; pray, to what particulars of science do you allude?"

Here our whole party, joining voices, detailed, at great length, the assumptions of phrenology and the marvels of animal magnetism.

Having heard us to an end, the Count proceeded to relate a few anecdotes, which rendered it evident that prototypes of Gall and Spurzheim had flourished and faded in Egypt so long ago as to have been nearly forgotten, and that the manoeuvres of Mesmer were really very contemptible tricks when put in collation with the positive miracles of the Theban savans, who created lice and a great many other similar things.

I here asked the Count if his people were able to calculate eclipses. He smiled rather contemptuously, and said they were.

This put me a little out, but I began to make other inquiries in regard to his astronomical knowledge, when a member of the company, who had never as yet opened his mouth, whispered in my ear, that for information on this head, I had better consult Ptolemy (whoever Ptolemy is), as well as one Plutarch de facie lunae.

I then questioned the Mummy about burning-glasses and lenses, and, in general, about the manu-

facture of glass; but I had not made an end of my queries before the silent member again touched me quietly on the elbow, and begged me for God's sake to take a peep at Diodorus Siculus. As for the Count, he merely asked me, in the way of reply, if we moderns possessed any such microscopes as would enable us to cut cameos in the style of the Egyptians. While I was thinking how I should answer this question, little Doctor Ponnonner committed himself in a very extraordinary way.

"Look at our architecture!" he exclaimed, greatly to the indignation of both the travelers, who pinched him black and blue to no purpose.

"Look," he cried with enthusiasm, "at the Bowling-Green Fountain in New York! or if this be too vast a contemplation, regard for a moment the Capitol at Washington, D. C.!" -- and the good little medical man went on to detail very minutely, the proportions of the fabric to which he referred. He explained that the portico alone was adorned with no less than four and twenty columns, five feet in diameter, and ten feet apart.

The Count said that he regretted not being able to remember, just at that moment, the precise dimensions of any one of the principal buildings of the city of Aznac, whose foundations were laid in the night of Time, but the ruins of which were still standing, at the epoch of his entombment, in a vast plain of sand to the westward of Thebes. He recollected, however, (talking of the porticoes,) that one affixed to an inferior palace in a kind of suburb called Carnac, consisted of a hundred and forty-four columns, thirty-seven feet in circumference, and twenty-five feet apart. The approach to this portico, from the Nile, was through an avenue two miles long, composed of sphinxes, statues, and obelisks, twenty, sixty, and a hundred feet in height. The palace itself (as well as he could remember) was, in one direction, two miles long, and might have been altogether about seven in circuit. Its walls were richly painted all over, within and without, with hieroglyphics. He would not pretend to assert that even fifty or sixty of the Doctor's Capitols might have been built within these walls, but he was by no means sure that two or three hundred of them might not have been squeezed in with some trouble. That palace at Carnac was an insignificant little building after all. He (the Count), however, could not conscientiously refuse to admit the ingenuity, magnificence, and superiority of the Fountain at the Bowling Green, as described by the Doctor. Nothing like it, he was forced to allow, had ever been seen in Egypt or elsewhere.

I here asked the Count what he had to say to our railroads.

"Nothing," he replied, "in particular." They were rather slight, rather ill-conceived, and clumsily put together. They could not be compared, of course, with the vast, level, direct, iron-grooved causeways upon which the Egyptians conveyed entire temples and solid obelisks of a hundred and fifty feet in altitude.

I spoke of our gigantic mechanical forces.

He agreed that we knew something in that way, but inquired how I should have gone to work in getting up the imposts on the lintels of even the little palace at Carnac.

This question I concluded not to hear, and demanded if he had any idea of Artesian wells; but he simply raised his eyebrows; while Mr. Gliddon winked at me very hard and said, in a low tone, that one had been recently discovered by the engineers employed to bore for water in the Great Oasis.

I then mentioned our steel; but the foreigner elevated his nose, and asked me if our steel could have executed the sharp carved work seen on the obelisks, and which was wrought altogether by edge-tools of copper.

This disconcerted us so greatly that we thought it advisable to vary the attack to Metaphysics. We sent for a copy of a book called the "Dial," and read out of it a chapter or two about something that is not very clear, but which the Bostonians call the Great Movement of Progress.

The Count merely said that Great Movements were awfully common things in his day, and as for Progress, it was at one time quite a nuisance, but it never progressed.

We then spoke of the great beauty and importance of Democracy, and were at much trouble in impressing the Count with a due sense of the advantages we enjoyed in living where there was suffrage ad libitum, and no king.

He listened with marked interest, and in fact seemed not a little amused. When we had done, he said that, a great while ago, there had occurred something of a very similar sort. Thirteen Egyptian provinces determined all at once to be free, and to set a magnificent example to the rest of mankind. They assembled their wise men, and concocted the most ingenious constitution it is possible to conceive. For a while they managed remarkably well; only their habit of bragging was prodigious. The thing ended, however, in the consolidation of the thirteen states, with some fifteen or twenty others, in the most odious and insupportable despotism that was ever heard of upon the face of the Earth.

I asked what was the name of the usurping tyrant.

As well as the Count could recollect, it was Mob.

Not knowing what to say to this, I raised my voice, and deplored the Egyptian ignorance of steam.

The Count looked at me with much astonishment, but made no answer. The silent gentleman, however, gave me a violent nudge in the ribs with his elbows -- told me I had sufficiently exposed myself for once -- and demanded if I was really such a fool as not to know that the modern steam-engine is derived from the invention of Hero, through Solomon de Caus.

We were now in imminent danger of being discomfited; but, as good luck would have it, Doctor Ponnonner, having rallied, returned to our rescue, and inquired if the people of Egypt would seriously pretend to rival the moderns in the all- important particular of dress.

The Count, at this, glanced downward to the straps of his pantaloons, and then taking hold of the end of one of his coat-tails, held it up close to his eyes for some minutes. Letting it fall, at last, his mouth extended itself very gradually from ear to ear; but I do not remember that he said any thing in the way of reply.

Hereupon we recovered our spirits, and the Doctor, approaching the Mummy with great dignity, desired it to say candidly, upon its honor as a gentleman, if the Egyptians had comprehended, at any period, the manufacture of either Ponnonner's lozenges or Brandreth's pills.

We looked, with profound anxiety, for an answer -- but in vain. It was not forthcoming. The Egyptian blushed and hung down his head. Never was triumph more consummate; never was defeat borne with so ill a grace. Indeed, I could not endure the spectacle of the poor Mummy's mortification. I reached my hat, bowed to him stiffly, and took leave.

Upon getting home I found it past four o'clock, and went immediately to bed. It is now ten A.M. I have been up since seven, penning these memoranda for the benefit of my family and of mankind. The former I shall behold no more. My wife is a shrew. The truth is, I am heartily sick of this life and of the nineteenth century in general. I am convinced that every thing is going wrong. Besides, I am anxious to know who will be President in 2045. As soon, therefore, as I shave and swallow a cup of coffee, I shall just step over to Ponnonner's and get embalmed for a couple of hundred years.

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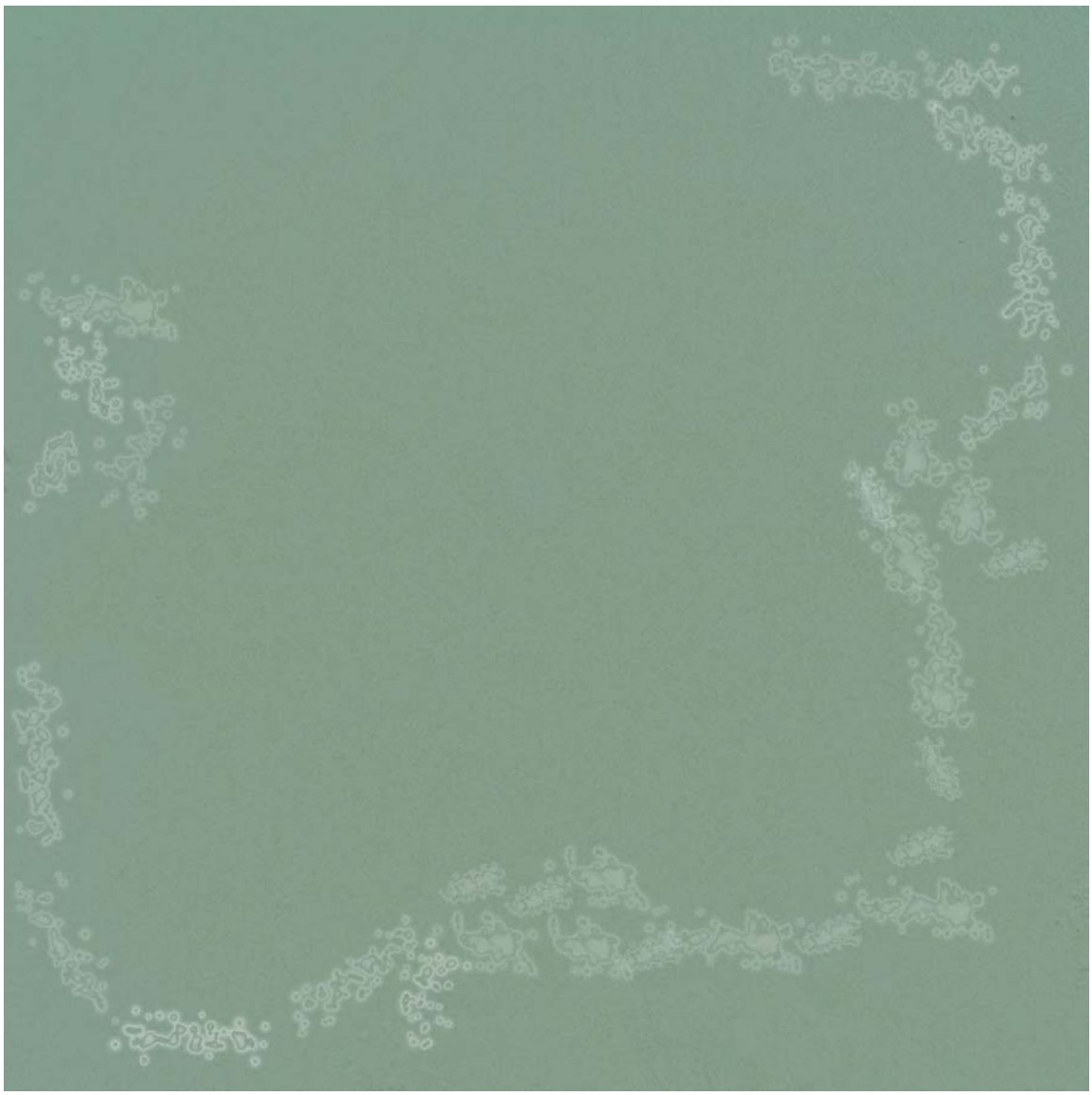

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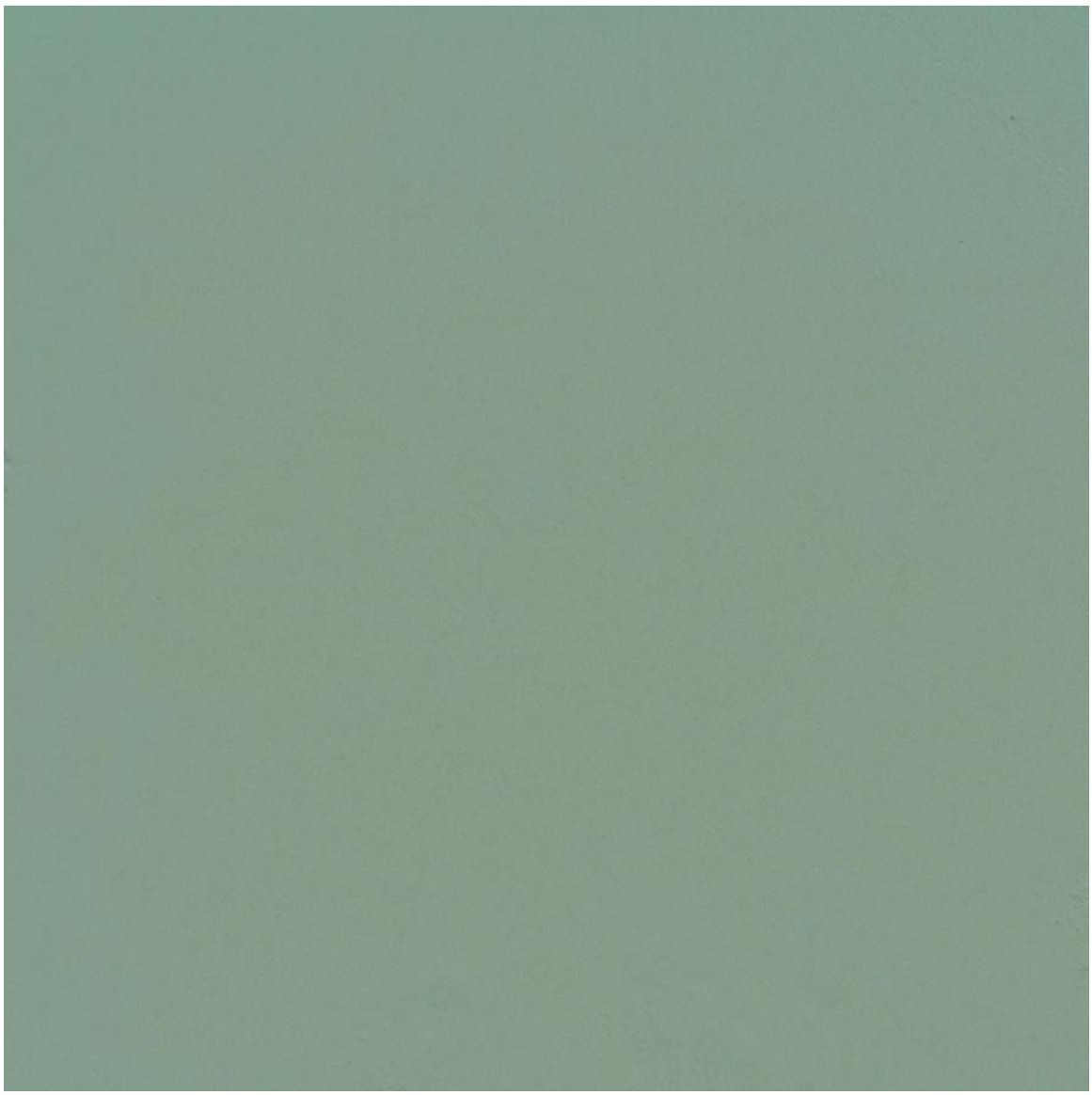

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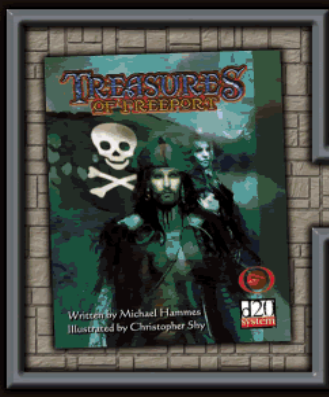

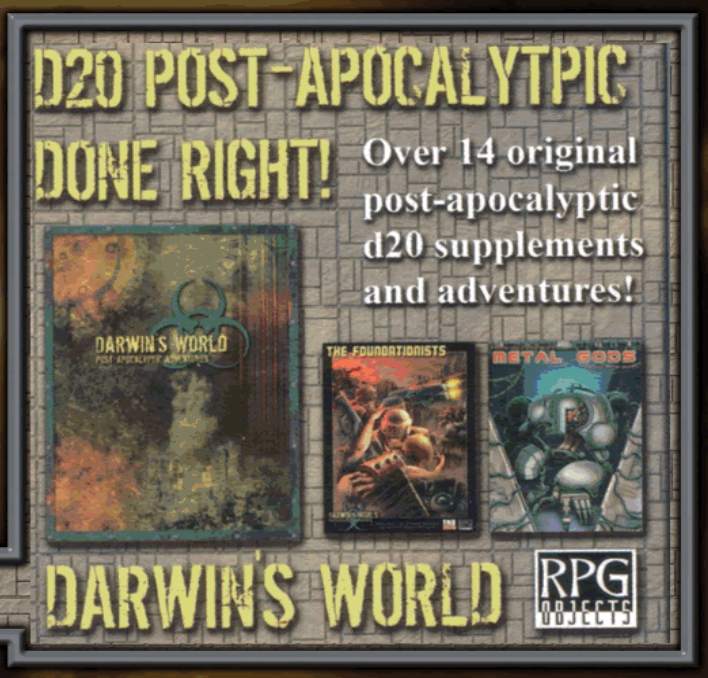

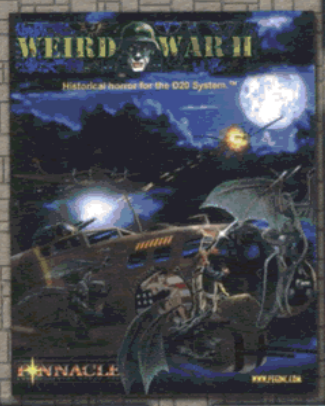

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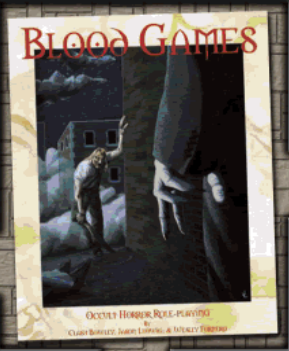

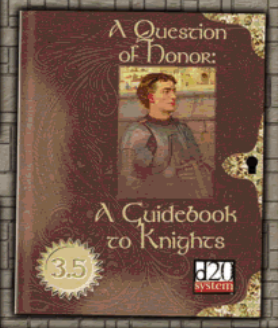

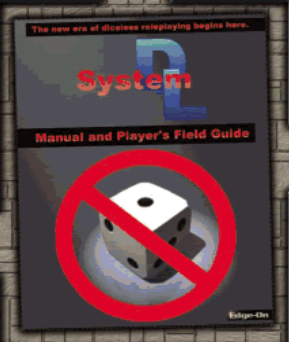

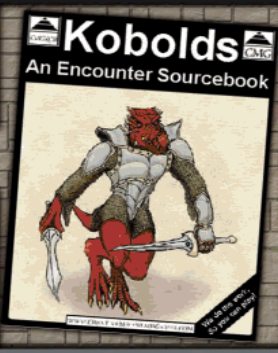

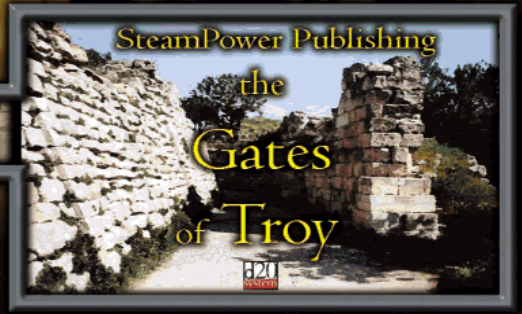

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